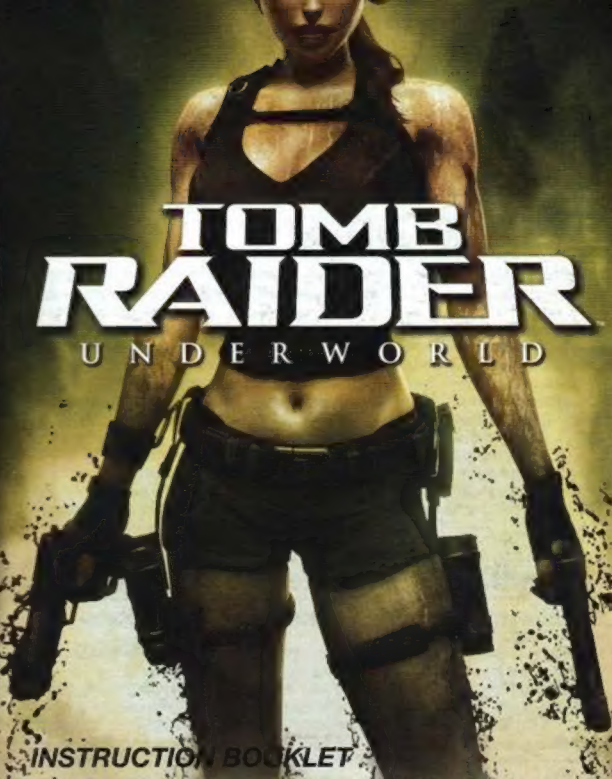


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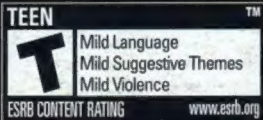
NINTENDO DS™

TOMB RAIDER

UNDERWORLD



INSTRUCTION BOOKLET



Eidos, Inc.
1300 Seaport Blvd, Suite 100
Redwood City, CA 94063

EmuMovies

Printed In USA

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



**Rumble Pak
Compatible
(sold separately)**

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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LARA CROFT

At the age of nine, Lara Croft survived a plane crash in the Himalayan Mountains. Following this disaster, her mother mysteriously disappeared when Lara's curiosity resulted in the activation of an ancient device in an abandoned Tibetan monastery.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, Richard Croft, the late Earl of Abbingdon.

At 18, Lara inherited the Croft estates and became Countess of Abbingdon, her father having died years before.

The earl had spent his last years searching for the mythical land of Avalon, believing that his wife Amelia had been transported there from the Himalayas. Lara did not share his belief—until an old friend, Amanda Evert, previously thought killed on a dig in Peru, reappeared many years later with evidence that changed Lara's mind.

Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Natla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test.

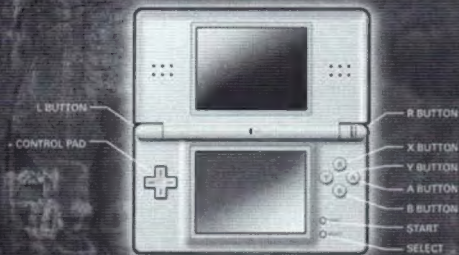
She immediately resumed her diabolical quest to usher in the apocalyptic Seventh Age—and would have succeeded had she not been entombed beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara.

Lara Croft has been hailed both as an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work. Consequently, Lara Croft continues to be the focus of wild speculation and intense debate.

Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

GETTING STARTED







1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the *TOMB RAIDER: UNDERWORLD* Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the *TOMB RAIDER: UNDERWORLD* icon on the Touch Screen. The game's Title Screen sequence will appear.

GAME CONTROLS

GENERAL CONTROLS

+Control Pad /	Move Lara left / right
B Button	Jump / Pull up from ledge / Jump off slope
+Control Pad (hold)	Crouch
+Control Pad (hold) + /	Walk left / right while crouched
Y Button	Fire weapon(s)
A Button	Kick
+Control Pad / + A Button	Forward Roll
X Button	Interact / Action / Saving grab
R Button	Lock aim onto enemy / Cycle aim between enemies
+Control Pad + B Button	Slide attack
+Control Pad / + B Button (while locked on to enemy)	Jump evade
START	Pause Menu to access objectives, etc.
SELECT	Help-On-Demand

ADVANCED CONTROLS

+Control Pad  /  /  / 	Lara swims up / down / left / right
Y Button	Fire spear forward
L Button	Fast 180° turn
A Button	Fast swim

- ▼ When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects Lara's health level: she must surface for air or risk drowning.



SAVING GRAB

Sometimes Lara may barely make an attempted jump and be hanging on perilously by one hand.

- ▼ Tap the X Button to perform a saving grab.


THE GRAPPLE

Lara has a grapple and line to hand that she can use to cross wide gaps that cannot be jumped. To activate the grapple:

- ▼ Jump toward where you want to attach it and press the X Button to launch the hook.
- ▼ Swing across the gap using the +Control Pad  or .
- ▼ Press the B Button to detach from the grapple while swinging forward.

WALL CLIMBING

Lara can wall climb on appropriate vertical surfaces. Keep a lookout for climbable walls in the adventure.

- ▼ Jump onto the wall using the B Button.
- ▼ Climb on the surface using the +Control Pad.
- ▼ Press the +Control Pad  and press the B Button to release Lara's grip and drop to the ground.




WALL JUMP

Lara can perform an athletic wall jump when two suitable opposing walls are close enough for her to jump from one to the other.

- ▼ Jump toward a wall by pressing the B Button.
- ▼ When Lara connects with the wall, quickly press the B Button. Lara will jump back off the wall.
- ▼ Press the B Button repeatedly to have Lara bounce upward between the walls.

POLE PERCHING

Lara can also perch on horizontal poles.

- ▼ Press the B Button. Lara will jump and grab the pole.
- ▼ Hold the +Control Pad  and press the B Button to have Lara perch on the pole.
- ▼ Press the +Control Pad  or  and press the B Button to make Lara jump from the pole.

COMBAT

Lara always has her trademark dual pistols available with unlimited ammo, but she will find other weapons and appropriate ammo in her adventures. These weapons will be displayed on the Touch Screen. Select them by touching the Touch Screen icons.

- ▼ Press the R Button to lock onto an enemy.
- ▼ Press the Y Button to fire.
- ▼ Press the L Button to throw a grenade.

SITUATIONAL ADRENALINE

At particularly dangerous moments in the adventure, Lara will experience a massive adrenaline rush: her vision will distort and everything will appear to be happening in slow motion.

Lara will then have to perform some sort of action to survive the danger: for example, she'll have to jump to avoid a lethal object hurtling toward her. Look out for these Situational Adrenaline episodes and figure out what to do next.

MORE GAME FEATURES

OBJECTIVES

In each chapter of the game, a series of objectives is presented as the game progresses. A New Objective set is indicated when the Square Icon appears on the Top Screen.

- ▼ Press START and select *OBJECTIVES* to check on what you have to do.
- ▼ When an objective in a chapter is completed, it is checked off on the list.

CHALLENGES

Different challenges will be presented that require you to use the Touch Screen to perform actions, such as:

- ▼ Manipulating pieces of the environment.
- ▼ Placing keys to unlock passages.
- ▼ Removing dirt and debris from ancient objects.
- ▼ Fighting off creatures.

ARTIFACTS

In many chapters, you can find three hidden Artifacts. *TOMB RAIDER: UNDERWORLD* has 240 Artifacts in all.

Select *TREASURES* in the Main Menu to view the Treasures you've found or solved. Unlocking Treasure Puzzles also releases Artifacts.

As you collect additional Artifacts, you will unlock bonus content Extras that are shown in the Main Menu (Character / Location Concept Art and Profile).

TREASURE CHESTS

Lara will come across a number of chests in the adventure. These contain special Artifacts, but they are locked. Solving the puzzle of a Treasure Chest rewards you with the Artifacts inside. You do not have to solve the puzzle immediately; chests can be collected during the adventure and solved later from the Main Menu. A Treasure Chest puzzle is shown on the Touch Screen and requires you to drag differently shaped puzzle pieces using the stylus to fit into a pre-defined shape.

- ▼ Touch and slide puzzle pieces into the correct position on the Touch Screen.
- ▼ Touch the question mark icon to view a hint for that puzzle.
- ▼ Touch the circular arrow to reset the pieces.
- ▼ Press the B Button to exit the puzzle.

INVENTORY OBJECTS

Throughout the adventure, Lara can collect inventory objects that can be useful to her. For example, oil can be used for lighting a flame torch; cogs can be used to repair a mechanical puzzle.

- ▼ Objects are always used in the chapter they are found in.

CHECKPOINTS & SAVING

TOMB RAIDER: UNDERWORLD saves automatically each time Lara passes a checkpoint or completes a chapter. This saves the most recent chapter reached as well as any Artifacts, Treasures and statistics, but does not save the location within the chapter.

When continuing a saved game or replaying a chapter from the Main Menu, Lara starts at the beginning, even if she had passed a checkpoint on a previous playthrough.

LEVEL END

When you reach the end of a level, you receive a Level Summary showing:

- ▼ Time taken to complete the level.
- ▼ Number of enemies killed (if any were present).
- ▼ Lara's "Deaths."
- ▼ Artifacts and Treasure Chests found.
- ▼ Details and name of the next chapter.

CREDITS

CRYSTAL DYNAMICS

SENIOR PRODUCER

Alex Jones

CREATIVE DIRECTOR

Eric Lindstrom

LEAD PROGRAMMER

Rob Pavey

ENVIRONMENT ART DIRECTOR

Patrick Sirk

LEAD ENVIRONMENT ARTIST

Daniel Neuburger

LEAD DESIGNER

Harley White-Wiedow

LEAD ANIMATOR

Primo Navidad

LEAD CHARACTER ARTIST

Kam Yu

EXECUTIVE PRODUCER

Matthew Guzendia

ART TEAM

ENVIRONMENT ARTISTS

Matthew Abbott

Scott Anderson

Matthew Bein

Inna Chernykhina

Simon Crayhead

Jeremy French

Yu Gu

Jeff Johnsrude

Brian Keffler

Steve Kody

Justin Lamperski

Edward J. Lee

Roberto Moreno

Eli Robles

Cassie Sandline

Caleb Strauss

Chris Stungill

Jacob Tai

Chris Webb

TECHNICAL ART

Robert Cheng

Rick Gilliland

David Suroviev

David Lewis

ANIMATORS

Suna Kang

Ben Harrison

Jake Spence

Nelson Tam

ADDITIONAL ANIMATION

Brandon Fernandez

Jeff Wilcox

CHARACTER ARTISTS

Chris Anderson

Cheryl Austin

EXTERNAL ART DIRECTOR

Murphy Michaels

DESIGN TEAM

LEAD LEVEL DESIGNER

Kyle Mannerberg

ASSISTANT LEAD LEVEL

DESIGNER

Stephen McManus

LEVEL DESIGN

Jeremy Bredow

Jesse Johansen

Stephen McManus

Jeff Wajcs

Ray Yeomans

Steve Yoshimura

LEAD CAMERA DESIGN

Riley Cooper

CAMERA DESIGN

Jim Conrad

Mario Di Pest

LEAD SYSTEMS DESIGNER

Steve Goodale

SYSTEMS DESIGN

Daniel Bryner

Alex Vaughan

John Hsia

Casey Holtz

Joe Quadara

Jason Weesner

PUZZLE TEAM

LEAD TECHNICAL DESIGN

Matt Roberts

TECHNICAL DESIGN

William Gahr

LEAD OBJECT ARTIST

Garin Mazaika

OBJECT ART

David Gustlin

Shao Wei Liu

Marc Senteney

Tai Tang

Jesse Warren

James Yamaoka

PRODUCTION TEAM

PRODUCERS

Dan Atkins

Amab Basu

Kari Hattner

Randy Hauser

Juli Logemann

Adam Phillips

Elio Rutigliano

Benny Ventura

Sam Vuong

PROGRAMMING TEAM

LEAD COMBAT PROGRAMMER

Mark Botta

LEAD PLAYER PROGRAMMER

Matthew Gaston

LEAD RENDER PROGRAMMER

Sean Skelton

PROGRAMMERS

Steve Austin

Ke-Tien Chang

Bradley "Be-Rad" Johnson

Ergin Dervisoglu

Tom Fong

Nathan Frost

Andrew Hynick

Jay McKee

Dave Modiano

Steve Perez

Adam Rogers

ADDITIONAL GAME

PROGRAMMING BY

BUZZ MONKEY SOFTWARE

Patrick Brott

Daniel Koozer

Benjamin Lemer

Dave Merrill

Jon Milnes

Eldon Rivers

N. Alex Scott

BUILD ENGINEER

Jason Johnson

BUILD TESTING

Matt Trudell

Rich Dezinno

ENGINE TEAM

PRODUCTION

SENIOR PRODUCER

Sam Newman

PRODUCERS

David Lewis

Corinne Crowley

Steve Gonzalez

Jarrett Jamili

Eric Chung Tak Tam

LEAD PROGRAMMERS

TEAM LEAD

Jason Bell

AUDIO LEAD

Sean Gugler

WORLD LEAD

Scott Krotz

ANIMATION & PHYSICS LEAD

Gary Snethen

NIXXES LEAD

Jurjen Katsman

CORE TOOLS LEAD

Patrick Den Bekker

RENDERING LEAD

Tim Van Klooster

TECH ART LEAD

Joe Stinchcomb

PROGRAMMING

Ian Clarke

Vikids Bonding Einfeldt

Darrell Dennies

Mike Gonzales

Thomas Hagen

Komei Harada

Sylvester Hesp

David Hof

Sjors Jansen

Ted Johnson

Parashar Krishnamachari

David Lewis

Andy Lorino

Jim Offerman

Tim Pease

Brian Pickrell

Carsten Sørensen

Larry Reed

Anthony Thibault

SUPPORT

Norman Morse

Philip Bloom

James Hui

Katie Bieringer

Neal Kaplan

BRAND TEAM

SENIOR BRAND MANAGER

Kathryn Clements

CREATIVE SERVICES TEAM

CREATIVE SERVICES MANAGER

Troels Folmann

PRODUCERS

Forest Swartout Large

Rosaura Sandoval

CINEMATICS

CINEMATICS DIRECTOR

Toby Gard

CINEMATIC ANIMATORS

Shuan Budhran
Catherine Feraday Miller
Ryan Goldsberry
Phil Kaufold

TECHNICAL ANIMATOR

Kelvin Chu

VISUAL EFFECTS

EFFECTS LEAD
Gavin Wood

EFFECTS ARTISTS

Joe Allen
Brandon Bickford
Mike Oliver

AUDIO

AUDIO LEAD
Karl Gallagher

SOUND DESIGNER

Mike Peaslee

AUDIO ENGINEERS

Brian Sistrup
Gregg Stephens

ADDITIONAL SOUND DESIGN

Burke Trieschmann

MUSIC COMPOSED BY

Colin O'Malley
Troels Folmann

ART**CONCEPT ARTISTS**

Joel Bouquembourg
Seamus Gallagher
Jens Holdener
Angie Lai
Christian Piccolo

ADDITIONAL CONCEPT ART

Brenoch Adams

UI DESIGNED BY

Pat Guarino

AV SUPPORTED BY

Estuardo Sandoval
Jae Shin

DIGITAL ASSETS LIBRARIAN

Heather Polubinski

SHARED DESIGN TEAM**PRODUCER**

Daniel Kim

LEAD EXTERNAL DESIGNER

Vance Wallace

DESIGNER

Bryan Enriquez

QUALITY ASSURANCE TEAM**QA MANAGER**

Christopher Bruno

QA LEADS

David Pagan
Lari Johnson
Joseph Greco
Josh Hicks
Ken Chiu

QA ASSISTANT LEADS

Audrey Spoor
Edgar Landens
Christopher "C-Bug" Mongan

Mandy Draeger
Mitch Doran

QA TECHNICIANS

Johnny "Crash" Allen
Michael R. Murray
Phaedren Lee
Joseph Njoku Obi III
David Gordillo
Andrew West Horton
Brian Randall
Jon Brown
Ben Stoddard
Alice Grumstra
John-Paul Lungaro
Jason Randall

CRYSTAL DYNAMICS STUDIO**GENERAL MANAGER**

Sean Vesce

DIRECTOR OF ART

Darrell Gallagher

DIRECTOR OF DESIGN

Noah Hughes

DIRECTOR OF TECHNOLOGY

John Pursey

SENIOR HR MANAGER

Michael Wharton

HR REPRESENTATIVE

Joseph Gonzalez

EXECUTIVE ASSISTANT

Victoria Vitale

FINANCE

Luis Hanson
William Qin

LEGAL & BUSINESS AFFAIRS**MANAGER**

Clint Wasted

IT DIRECTOR

Brian Venturi

IT DEPARTMENT

Richard Campbell
Robert Fitzpatrick
Ramaby Go
Robert Hernandez
Patrick Locste
Andre Rodriguez
Travis Rogers

PAYROLL & BENEFITS**ADMINISTRATOR**

Doe Edwards

FACILITIES

Claire Laike
Tilo Ortega

RECEPTIONIST

Liz Adelman

PRODUCTION BABIES

Chloe Jane Austin
Dylan Cole Austin
Eliza Irene Bell
Jonas William Bell
Amelia Rose Fernandez
Miriam Cecelia Folmann
Oisin Gallagher
Jin Apollo Gard
Kian William Goldsberry
Millie Belle Goldsberry
Martin Guzenka
Dylan David Keffer
Gemma Maria Krotz
Troy Isaac McKee
Maxton Aaron Newman
Gabriella Perez
Dashiell Keith Pickrell
Alexia Anne Sneathen
Gary Elliot Sneathen
Jack Duggan Spence
Grayson Bernicio Ventura
Lila Mei Vesce
Brennen Vuong
Lucy Bea White-Wiedow
Jessica Hui Chen Yu

CEO

Mark "Beno" Bell

TECHNICAL DIRECTOR

Diego "Eggy" Link

PRODUCER

Jason "Lars" Bergquist

PRODUCTION

Adam "Suits" Danielski

LEAD PROGRAMMER

Chris "Oz" Osborn

SINCEREST THANKS

William Beacham
John Chowanec
Nick Ferguson
Morgan Gray
Lulu LaMer
Tim Longo
Lucas Machado
Anria Marsh
Sarah Van Rompaey
Andrew Wood

SPECIAL THANKS

John Bautista
Gabriel Betancourt
Javier Bungos
Nick Cooper
Phil Defreitas
Leif Estes
Mike Fudge
Omar Jamal
Bert Shafer
Logan Starkenburg
William Stoncham
Paul Sullivan
Jake Wenzler
David Witters
David Yoon

The *TOMB RAIDER: UNDERWORLD* development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of *TOMB RAIDER: UNDERWORLD*. We could not have made it without you!

SANTA CRUZ GAMES**PROGRAMMERS**

Andrew "Nasa" Ames
Adam "Fluffy" Freidin
Arthur "AJ" Jones IV
Jonathan "Druid" Panttaja
Brendan "SeaMonkeys" Seaman

ARTISTS

Zach Cox

Andrew "Tiki" Webster
Kenneth "Mystro" Anderson
Jeremy "Photon" Vincir
Mike "Corrupto" Roush
Leo "Rocky" Braz Da Cunha

LEAD ANIMATOR

Ed "Munster" Gregg

ANIMATORS

Erin "Snow" Pearce-Zuazua
Pat "Mach 3" Gillette

LEAD DESIGNER

Alex "CV" Neuse

DESIGNER

Danny "Danger" Johnson

SPECIAL THANKS

Michael "Tweak" Mayers
Guillermo "Character" Romero Jr.

QA MANAGER

Ian Rowsell

QA SUPERVISOR

Emmanuel-Yvan Oré

QA LEAD TESTERS

Anne-Marie Pelletier

Jonathan Larouchie

QA TESTERS

Alexandre Garneau

Alexandre Leblanc

Alexandre Zenga

EIDOS MONTREAL

Basil M. Pesin

Blaise Boileau-Fournier

Blake Marsh

Brent Tighe

Fabien Morisson

Frédéric Comtois

Guillaume Fortin-Debigaré

Jacob Young

James O'Neill

Jean-François Gauthier

Joey Di Zazzo

Joseph Serrao

Justin Bulman

EIDOS U.S.**GRAPHIC DESIGNER**

Connie Cheung

ASSOCIATE WEB PRODUCER

John Lerma

WEB DESIGNER

Kelly Xu

REGIONAL SALES MANAGER

Holly Robinson

SALES & MARKETING SERVICES

MANAGER

Ilana Budemitsky

CHANNEL MARKETING

SPECIALIST

Rafal Dudzies

OPERATIONS MANAGER

Gregory Wu

OPERATIONS ANALYST

Lisa Sakurai

U.S. MASTERING & SUBMISSIONS

SUPERVISOR

Jordan Romoalis

Marc-André Chérilus

Martin Frappier

Mathieu Fairfield

Michael St-Denis

Paul Gordon

Philip Grohe

Philippe Cadieux

Simon Laverdière

Stefan Horvath

Walter Herrera

Yan Chayer

EVENT SPECIALIST

Rudy Geronimo

U.S. MANUAL

Hanshaw Ink & Image

SPECIAL THANKS

David Bambarger

Matt Dahlgren

Diane Eng

Rob Fitzpatrick

Bill Gardner

Matt Gorman

Darany Jiang

Tom Nguyen

Rick Reynolds

James Song

Mikael Tran

Roderick Van Gelder

Robert Tang

MOTION CAPTURE STUDIO**GLANT STUDIOS**

Greg Philyaw

MOTION CAPTURE ACTORS

Lara

Heidi Moncymaker

Dana Reed

Chrissy Weathersby

Amanda/Amelia

Helena Barrett

Natalia

Tate Hanyok

Doppelganger

Stacey Carino

Zip

Jai Cortland

STUDIOS

Alister

Crispin Freeman

Winston

Adam Clark

STUNT COORDINATORS

Noon Orsatti

Darr Lemieux

HEAD STUNT RIGGER

Dan Flannigan

STUNT RIGGER

Jon Arthur

SET AND PROP DESIGNER

Ryan Adams

VOICE OVER STUDIOS

SALAMI STUDIOS

SIDE UK

STORY

Eric Lindstrom

Toby Gard

SCREENPLAY

Eric Lindstrom

ADDITIONAL STORY

The Freeman Group

For Kyle

VOICE OVER DIRECTOR

Kris Zimmerman

VOICE TALENT

Lara

Keeley Hawes

Amakula

Kath Soucie

Natalia

Grey DeLisle

Zip

Alex Désert

Alister & Mercury

Greg Ellis

Winston

Alan Sherman

EXECUTIVE VICE PRESIDENT OF

SALES & MARKETING

Robert Lindsey

CHIEF FINANCIAL OFFICER

Malcolm Dunne

SENIOR DIRECTOR

HUMAN RESOURCES

Lisa Dennis

MARKETING DIRECTOR

Karl Stewart

SENIOR MARKETING MANAGER

Matt Knoles

SENIOR PR MANAGER

Oonagh Morgan

PR SPECIALIST

Stanley Pham

CREATIVE SERVICES PROJECT

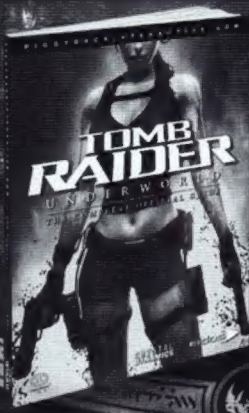
ADMINISTRATOR

Julie Moretti

SENIOR GRAPHIC DESIGNER

Mike Cala

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Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

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